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Nintendo

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

USING THE CONTROLLER

Guard

Explanation
Ability/Operation

Walk

Dash
(tap twice & hold)

Sit

Copy
(A Button also copies)

Enter the door

Use ability

Inhale

Exhale

Shoot air bullets, press while flying.

Water gun, press in the water.

Swallow / Copy
Swallow a flashing enemy to copy its ability.

Creating a helper
When Kirby has an ability, press the A Button to create a helper.

Cancel helper

Jump

Slide
+ B

Fly
Press B Button continuously while jumping.

Ascending in the water
Press while in the water.

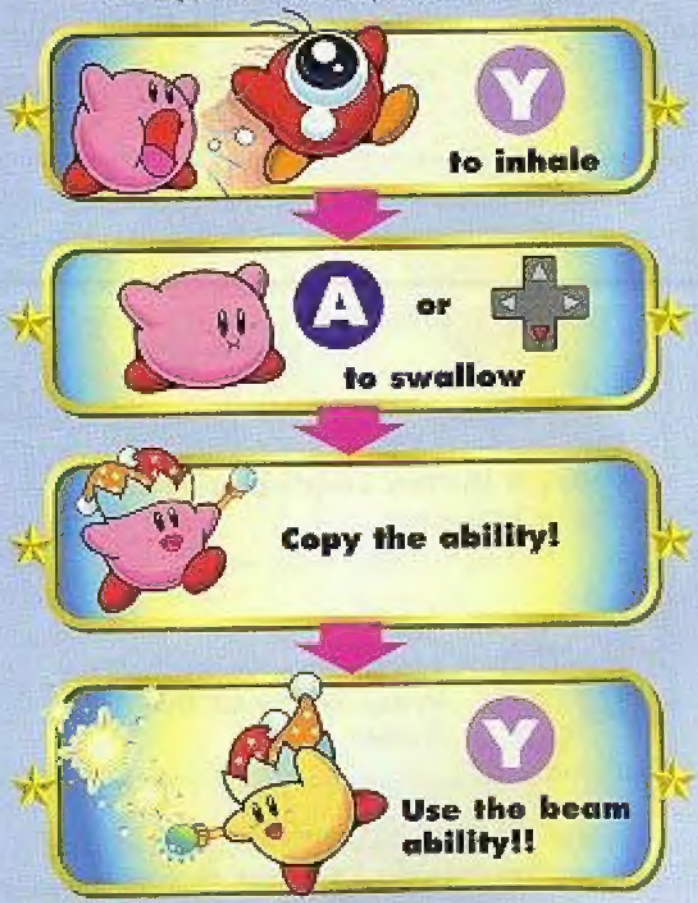
Press START, SELECT, L & R Buttons simultaneously to reset the game.

COPYING AN ABILITY

How do you copy an ability?

Kirby can copy an ability by inhaling and swallowing an enemy who has an ability. Enemies with abilities are always flashing.

Example: Beam Ability (Waddle Doo).



What are some of Kirby's abilities?

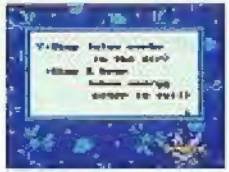
Cutter
He uses a cutter that moves like a boomerang to cut his enemies.

Cook
Kirby cooks up an enemy. (One-shot ability)

Fighter
Kirby knocks out enemies with a severe punch or kick.

Sword
There is nothing a sharp sword can't cut.

There are more than 20 different abilities. Depending on the button operations, each ability has many different attack methods. For example, if you dash and attack, your attack power is improved. To see the explanations of these various attack methods, press START when Kirby has an ability, then press the B Button.

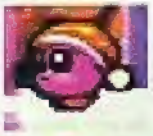


One-shot ability characters

Some abilities have limited uses. These characters cannot become helpers (see page 9 for more info).

Example: Mike

Example: Sleep



Example:

What if Kirby swallows two ability-characters at once?

If two ability-characters are swallowed at the same time, "MIX" will appear in the condition panel. Press the A Button to start the roulette. If you press the A Button again the ability will be decided.

What about enemies that can't be inhaled normally?

Example: Poppy Bros. Sr. Defeat the enemy first, then swallow it to copy its ability.

KIRBY'S HELPER

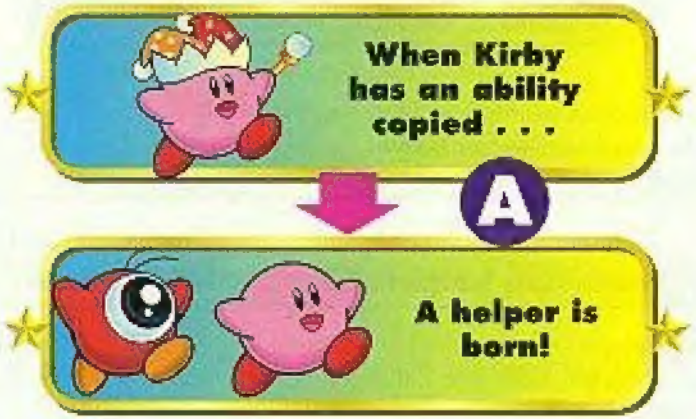
What's a helper?

When Kirby has copied an ability, he can produce a helper. The helper becomes Kirby's ally and will help him defeat any enemy that stands in his way.

When Kirby loses a life, the helper will disappear.

Producing a helper in a 1-Player game

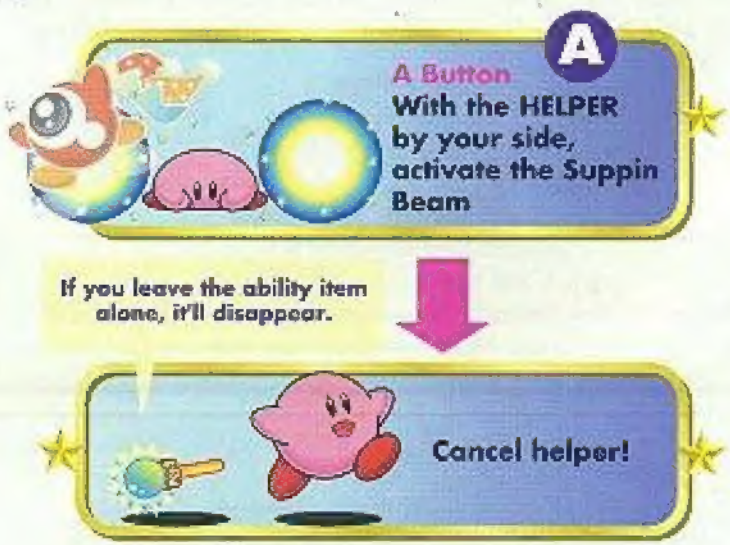
Example: Beam to Waddle Doo.



In a 1-Player game, the helper is operated automatically.

Canceling a helper in a 1-Player game

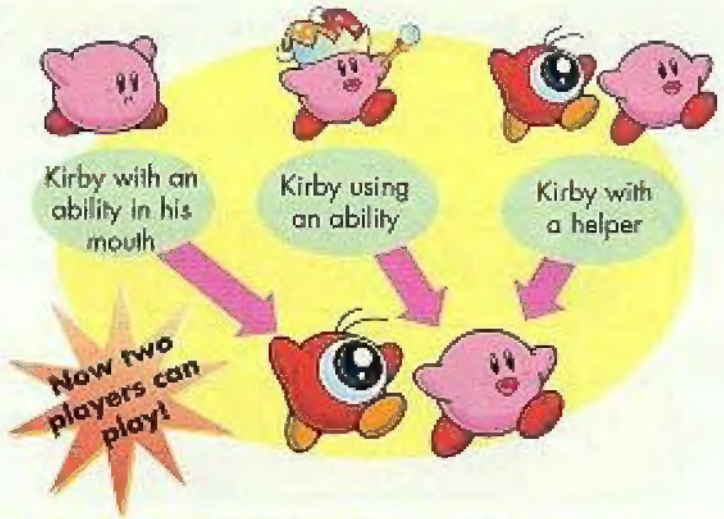
To get rid of your helper, hit him with the "Suppin Beam" by pressing the A Button. Your helper will turn back into an ability item.



When you turn your helper back into the ability item, you can inhale it and swallow it again to re-copy the ability. Then, by pressing the A Button, you can make your helper reappear!

Producing helpers in a 2-Player game

When Kirby is in one of the conditions shown at the top of the next page, press any button on the second controller. Player two will now be able to control the helper.



Canceling a helper in a 2-Player game

If you press the A Button continuously on the second controller, you will reduce your helper's life meter and cause it to disappear.

Tips in a 2-Player game.

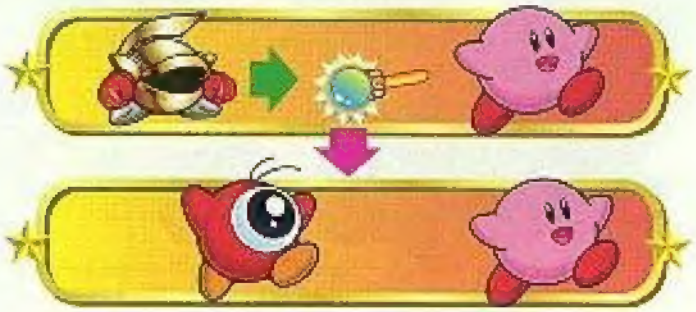
B Infinity Jump
When your helper is in the air, press the B Button continuously to float in the air.

A Space Jump
If you press the A Button, your helper will become a star and fly to Kirby.

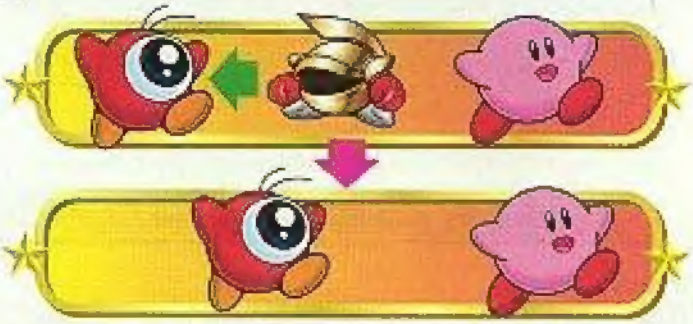
Y Ability
If you press the Y Button, you can use each other's abilities.

More Helper Tips

Switch
If the helper touches an ability that Kirby threw away, the helper will switch abilities.



When your helper's life meter is weakened, if he touches another enemy (one who can become a helper) he can transform into that helper.



Lend a helping hand
If Kirby or his helper finds food and touches the other person, both life meters will be refilled.

BEFORE STARTING THE GAME

Correctly insert the Kirby Super Star Game Pak into your Super Nintendo Entertainment System and move the POWER switch to the ON position. When the title screen appears, press either START, the A or Y Button to move to the next screen.

File Select Screen

With the +Control Pad, select from one of three save files and press either START, the A or Y Button. Game progress will be saved in the file selected.

Clear %
To get 100%, you must finish every game.

Stages Clear
A number is displayed on the file screen for every game cleared.

To erase saved data, select a save file and press SELECT. Follow the instructions on screen to delete the save file.

Cork Board Screen

On the Cork Board Screen, four main games are displayed. They are "Spring Breeze," "Dyna Blade," "Gourmet Race" and "The Great Cave Offensive." Use the +Control Pad to select a game. Confirm by pressing the A Button.

As you complete the four games, the other two, "Revenge of Meta Knight" and "Milky Way Wishes," will appear. The option to switch from mono to stereo and the two sub games, "Megaton Punch" and "Samurai Kirby," are also on the board.

Story Screen

On each story screen, the objective, difficulty level (indicated by the number of stars) and high score are displayed. Press START, the A or Y Button to advance to the next screen. To return to the Cork Board Screen, press either the B or X Button.

Title Screen

Press START, the A or Y Button to advance to the next screen. Press the X Button to view the demo. Press the B Button to return to the Cork Board Screen.

Entrance to the Beginner's Room

If you select "Yes" on this screen, you will get some pointers. Confirm by pressing START, the A or Y Button.

The Beginner's Room

If you select "Yes" on the above screen, you will go to the Beginner's Room. It will explain various functions of the controller. Here you can actually play and learn!

SPRING BREEZE

What is Spring Breeze?

There are six main games in "Kirby Super Star." Each adventure is fun and exciting. Of the six games, Spring Breeze is designed for beginners.

Story

That awful King Dedede is at it again. He's stolen all the food in Dream Land! The inhabitants don't like being hungry and have asked Kirby to help. The new adventure begins.

Basic Rules

Defeat enemies to clear all four stages. King Dedede will be waiting in the final stage!

Information Panel

Life Meter
When Kirby (or his helper) hits an enemy, his life meter will be reduced. When Kirby's life meter is depleted, the number of remaining Kirbys will be reduced by one.

Score
Current score for the game.

Remaining number of Kirbys
If you run out of Kirbys, the game is over.

Condition Panel
Kirby's current condition.

When Kirby has a helper

A Bit of Advice

If Kirby takes damage, make sure to look for food to help replenish the life meter of Kirby or his helper. Remember, too, that Kirby's abilities and helpers can come in handy!

DYNA BLADE

Story

A strange bird, named Dyna Blade, has come from the mountain and ruined the crops! Unless Kirby can stop him, Dream Land will be devastated!

Basic Rule

Defeat enemies for score and clear all five stages. Once a stage has been cleared, Kirby will appear on a map. Move Kirby with the +Control Pad to the next desired stage and press any button to enter. If you're lucky, you might find a hidden route on the map!

Bonus Chance

After each stage is completed, you'll play a bonus game. When the meter is full, press any button to launch Kirby. The type of reward you receive will depend on how far you launch Kirby.

Information Panel

Life Meter
When Kirby (or his helper) hits an enemy, his life meter will be reduced. When Kirby's life meter is depleted, the number of remaining Kirbys will be reduced by one.

Score
Current score for the game.

Remaining number of Kirbys
If you run out of Kirbys, the game is over.

Condition Panel
Kirby's current condition will be displayed.

When helper is present

Improve your ability

Somewhere in the game is a hidden switch. If you find it, you can enter a room where you can use different abilities. Find this room to improve your ability (sliding and head thrusting will help you find it).

GOURMET RACE

Story

A large fruit orchard is filled with food. Kirby heard about the orchard and journeyed there, but King Dedede was waiting for him. Now all Kirby has to do is win the Gourmet Race. Piece of cake, right?

Rules of the Grand Prix

In the Grand Prix, you compete against King Dedede by running, eating tons of food and reaching the goal. The winner of the Grand Prix is determined by the results of all three races and points given for the amount of food eaten (multiplied by 30 points).

Rules of Time Attack

If you select any of the three courses, you'll play the Time Attack. If you clear the course in under two minutes, and run it again, your best run will be represented by a star. You can race against it. While best times will be saved, the star will disappear if you play another game.

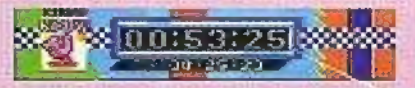
Information Panel

Food Count
The amount of food Kirby or King Dedede has collected.

Time
Time elapsed during the race.

Condition Panel
Displays Kirby's current condition.

Time Attack Information Panel



Best Time | **Current Time**

Pressing Start During the Race

Doing this will let you see the amount of food both you and your opponent have eaten and the distance that both you and your opponent have run. During the Time Attack, you can choose to continue or retire.

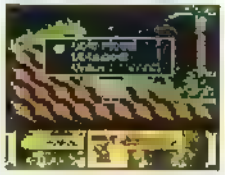
GREAT CAVE OFFENSIVE

Story

While on a picnic, Kirby fell into a huge cave. Rumor has it that this cave is full of treasures! Can Kirby find all of the treasures and make it out of the dangerous cave alive? We shall see.

Basic Rule

The object of the game is to collect as many treasures as you can while finding your way out of the cave. Each treasure has a different value. The value of treasures you collect is reflected on your score. Abilities and helpers will come in handy, too.

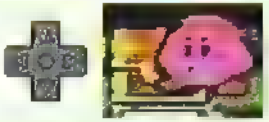


View Collected Treasures

You can check treasures you've collected by pressing the X Button. If you move the cursor with the +Control Pad, each treasure's number, name and value will be displayed. There are 60 different treasures. See if you can find all of them!

Opening a Treasure Box

When Kirby is standing directly in front of a treasure box, press ↑ on the +Control Pad to open it.



Information Panel

Score
The total value of treasures collected.

Life Meter
When Kirby (or his helper) hits an enemy, his life meter will be reduced. When Kirby's life meter is depleted, the number of remaining Kirbys will be reduced by one.

Remaining number of Kirbys
If you run out of Kirbys, the game is over.

Condition panel
Kirby's current condition is displayed here.

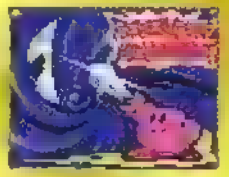
How to Save

To save your progress in "The Great Cave Offensive," enter a Save Cottage (located at various places throughout the game). Select "Yes" or "No" with the +Control Pad, and confirm by pressing either the A or Y Button.

REVENGE of META KNIGHT

Story

One of Kirby's old foes, Meta Knight, has built a giant ship and is planning to conquer Dream Land! It's up to Kirby to destroy the ship, defeat Meta Knight, and save Dream Land. Good luck, Kirby!

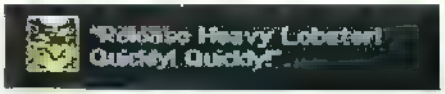


Game Rules

In this game, you're competing against the clock. Because of the time limit in each stage, if you take too much time, you'll lose a Kirby. Make sure to take advantage of abilities and your helper. Hurry! There's not a moment to lose!

Enemy Messages

During the game, enemy conversations will be displayed. You can scroll through the messages by pressing any button (except the A Button). Some enemies will give you important tips.



Information Panel

Life Meter
When Kirby's life meter turns completely black, the number of remaining Kirbys will be reduced by one.

Condition Panel
Kirby's current condition.

Time
Time remaining in the game.

Score
Defeat enemies for points.

Remaining number of Kirbys
When you have run out of Kirbys, the game is over.

Helper's Life Meter
This displays your helper's life meter.

Helper Panel
The helper that is currently assisting Kirby.

MILKY WAY WISHES

Story

The sun and moon had a huge argument! Because of this, the days and nights in Dream Land are mixed up! It's up to Kirby to solve this dilemma and restore order to Dream Land.

Basic Rules

By defeating enemies, you accumulate points and clear stages. To select a stage, move Kirby on the map. When he is over the star, press any button to enter that stage. You can play any stage.

Copy Abilities

In this game, you cannot copy abilities by swallowing enemies, but you can get an enemy's ability by grabbing certain items. Once you get an enemy's ability, you can use it as many times as you want.

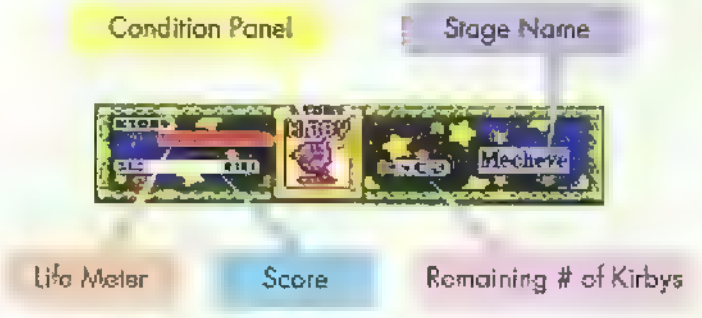
Selecting the Abilities Acquired & Explanation Screen

To use the abilities, press START to view the abilities you have acquired. Select the ability you want to use with the +Control Pad and confirm with the Y Button.

If you press the B Button when the ability is selected, you can see an explanation of the ability. Press the B Button again to see the different button operations associated with that ability.

Press the X Button during game play. By pressing ◆ and ◆ on the +Control Pad, you can cycle through the abilities. Press the A, B or Y Button to confirm.

Information Panel



THE SUB GAMES

You can play two different sub games, "Megaton Punch" and "Samurai Kirby." Both games can be played with one or two players.

MEGATON PUNCH

Game Rules

On the screen shown at the right, select one or two players, and confirm by pressing either the A or Y Button.

Next, select the difficulty level by pressing ← and → on the +Control Pad. Three different levels can be selected. Press either the A or Y Button to confirm. For two-player games, set the number of matches by pressing ← and → on the +Control Pad.

The strength of your punch is determined by the power meter, target and timing.

First, set Kirby's power. When the power meter is at its maximum, press any button.

Then, select the target to hit. When the two spinning cursors meet together, press any button.

Finally, select the timing. When the swinging pendulum crosses the ring, press any button.

When Kirby breaks the block, the hitting power of the two opponents will be displayed. The character with the higher number is the winner

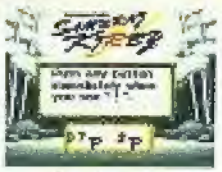
Victory is decided by three matches. If your megaton power is less than your opponent's, the game is over.

For a 2-Player game, the player with the most wins within the set number of matches is the winner.

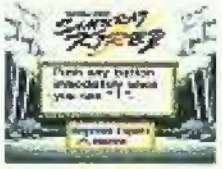
★ ★ ★ Samurai Kirby ★ ★ ★

Game Rules

When the screen shown on the right appears, select either a one- or two-player game by pressing ← and → on the +Control Pad. Press either the A or Y Button to confirm.



Next, select the difficulty level by pressing ← and → on the +Control Pad. Three different levels can be selected. Press either the A or Y Button to confirm.



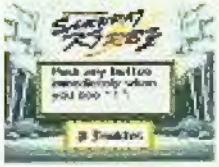
The game will begin. As soon as the "!" appears, press any button immediately to attack. The faster you attack your opponent, the better chance you have of winning.

Don't press any buttons before the "!" sign appears. That's considered jumping the gun. If you do it twice, the game is over.

Every time you win a match, your opponent will change. To clear a level, you must defeat five opponents. On the result screen, the best time and how many enemies you've defeated will be displayed.

2-Player Game

To select the number of games for a two-player battle, set the number located at the right with the +Control Pad. You can select up to 99 battles.



★GAME OVER/CONTINUE★

If you lose all your Kirbys, your game is over. The screen shown at the right will appear. If you select CONTINUE, you can continue playing from the beginning of the current stage. If you select GAME END, you will return to the title screen.

ITEMS & OTHER THINGS

Inhale Block
Kirby can destroy them by swallowing, head-thrusting or attacking with an ability.

Bomb Block
These blocks can be destroyed with abilities, head-thrusting or sliding.

Cannon
For cannons with fuses, light the fuse, hop in the cannon and see what happens next!

Post
Pound these in with a Hammer or Stone ability.

String
These can be cut with Cutter or Sword.

Elevator
Hop on the elevator and press ↑ and ↓ on the +Control Pad to go in the desired direction.

Handcar
Jump in the handcar and press the Y Button. It'll take you to your destination.

Enemy Symbol
Whenever you touch an enemy symbol, you will copy that enemy's ability. This is great if you're in need of a helper. There are many different symbols.

Maxim Tomato
Life Meter will be completely recovered.

Candy
Kirby will be instantly invincible for a limited time.

1-UP Item
Remaining number of Kirbys will increase by one.

Food Item
Your life meter will partially recover. Some enemies have food.

ENEMY CHARACTERS!

Poppy Bros. Sr.
He jumps left and right while on screen and throws bombs.

Whispy Woods
A gigantic tree that attacks by dropping apples or spitting air bullets.

Cook Kawasaki
He'll try to catch Kirby with a spatula and cook him!

Wheelie
Wheelie crashes into Kirby at high speed. When he's a helper, he can carry Kirby.

Fatty Whale
A huge whale that moves vigorously to attack his opponent.

Sir Kibble
A tough enemy who is a master of the sword.

Dyna Blade
A gigantic bird who can attack his opponent by either stretching out his neck or grabbing them with his claws.

King Dedede
He'll open his big mouth and try to inhale Kirby or hit him with his hammer.

There are many more characters in the game. Try to find them all!